

## ONLINE TOURNAMENT INTEGRATION

### CROSS-REFERENCE TO RELATED APPLICATION

[0001] The present application is a continuation and claims the priority benefit of U.S. patent application Ser. No. 15/908,569 filed Feb. 28, 2018, now U.S. Pat. No. 10,953,335, which is incorporated herein by reference in its entirety.

### BACKGROUND OF THE INVENTION

#### 1. Field of the Invention

[0002] The present invention generally relates to game tournaments. More specifically, the present invention relates to online game tournament integration.

#### 2. Description of the Related Art

[0003] There are presently a wide variety of online games played in a variety of different modes. Some games are played head-to-head against one or more player, while others are played in teams, which may or may not be against another team. The ability to compete against other players and/or teams lends itself to tournament-style play. Similar to real-world tournaments, such a tournament for online games may involve setting up, identifying qualified players, ranking or seeding players, bracketing or matching each round, scheduling competitions, resolving disputes, broadcasting the tournament competitions, results verification, and timely communication of tournament data.

[0004] Many game titles do not provide native support for tournament-style play, however. As such, current online tournaments may be run by end-users or third parties whose systems are not integrated into the game and which therefore lack visibility and insight into in-game and tournament activities. Such online tournaments may therefore experience significant barriers to entry, as well as face problems in implementation. Such problems may lessen enjoyment and other benefits not only for the players, but also for spectators, commentators and other streamers, developers, sponsors, etc. As a result, tournaments may tend to be run by third parties for popular titles with numerous expert players. Such tournaments may exclude or at least be discouraging to novice players, as well as fail to offer less popular game titles.

[0005] One problem in the early stages of holding a tournament may involve skills evaluation. Tournaments are more competitive and therefore successful, for example, when disparities in skill level are not too great. Expert players may find it boring to play inexperienced players, while the inexperienced players may find it demoralizing to play expert players. Further, such games as played between players of wide disparate skill level are often short and have predictable outcomes, leading spectators to be bored as well.

[0006] Spectators may further face difficulties in identifying competitions that are part of a tournament, as well as obtaining tournament-related information. A spectator of games may avail themselves of a stream from a variety of online media outlets (e.g., Twitch). Such outlets may publish games from numerous players (including players who are not participating in tournaments), however, making it difficult or at least inconvenient for the spectator to identify

which games are part of a particular tournament of interest. Such inconvenience risks loss of an interested audience of spectators.

[0007] The ability to attract, retain, and encourage repeat spectators is especially important to professional and semi-professional players whose gameplay may be sponsored. In addition to players who may be sponsored, commentators and other individuals who may seek to provide content related to tournaments may also face various difficulties in obtaining tournament data.

[0008] There is, therefore, a need in the art for improved systems and methods for online tournament integration.

### SUMMARY OF THE CLAIMED INVENTION

[0009] Embodiments of the present invention allow for online tournament integration. A plurality of game titles each associated with at least one tournament may be hosted on a gaming network platform. Real-time gameplay data in matches involving the plurality of game titles may be tracked. Each match may be associated with a stream. Memory may store stream parameters and metrics associated with the at least one tournament. A predefined achievement may be identified for the at least one tournament when the tracked gameplay data for a match meets the stored metrics. The identified achievement may be determined to meet the stream parameters. A notification may be provided to the user device that includes a link to a stream of the match.

[0010] Various embodiments may include systems for online tournament integration. Such systems may include at least one game network server that hosts a plurality of game titles each associated with at least one tournament and tracks real-time gameplay data in matches involving the plurality of game titles and associated with a stream. Systems may further include at least one tournament server that stores one or more stream parameters and one or more metrics associated with the at least one tournament, identifies a predefined achievement for the at least one tournament when the tracked gameplay data for a match meets the stored metrics, determines that the identified achievement meets the stream parameters, and provides a notification to the user device, the notification including a link to a stream of the match.

[0011] Further embodiments may include methods for online tournament integration. Such methods may include hosting a plurality of game titles each associated with at least one tournament, tracking real-time gameplay data in matches involving the plurality of game titles and associated with a stream, storing one or more stream parameters and one or more metrics associated with the at least one tournament, identifying a predefined achievement for the at least one tournament when the tracked gameplay data for a match meets the stored metrics, determining that the identified achievement meets the stream parameters, and providing a notification to the user device, the notification including a link to a stream of the match.

[0012] Yet further embodiments may include non-transitory computer-readable storage media having embodied thereon programs executable to perform such methods as described above.

### BRIEF DESCRIPTION OF THE DRAWINGS

[0013] FIG. 1 an exemplary network environment in which systems for online tournament integration may be implemented.